

Colin Deane

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Education

Champlain College, Burlington, VT

Class of May 2023

Bachelor of Science in Game Programming - Minor in Cybersecurity

GPA: 3.97

- Trustees' List

Spring 2021

- President's List

Fall 2020

- Dean's List

Fall 2019, Spring 2020

- Champlain College E-Sports Club, Member; Rock Climbing Club, Member

Skills

- C#
- C++
- Unity 2D/3D Engine
- Unreal Engine
- Git

- Experience with Agile project development
- Effective communicator and team player
- Exceptional written, oral, and interpersonal communication skills
- Attentive listener

Programming Projects

Eldritch Hotel - Unity 2D

March 2021 - May 2021

Lead Programmer

- Utilized finite state machine to implement AI behavior in C#
- Created a Unity tool to help designers layout rooms in the level

Busybee Movers - Unreal Engine (<https://rhyssullivan.itch.io/busybeemovers>)

March 2021

Mechanics Programmer

- 44 hour Art Center Game Jam project
- Implemented gameplay features using Blueprints and C++ which built upon a networking framework, designed levels, and programmed UI.
- Won Best In Theme out of all entrants

Focus Pocus - Unity 3D (<https://jollycoopco.itch.io/focuspocus>)

February 2021 - March 2021

Lead Programmer

- Used C# to make a task system to keep players interested and programmed corresponding UI.
- Created a prototype that can assist in portraying ADHD to young students who may not be aware of how it could affect their peers.
- Successfully utilized agile methodologies to repeatedly iterate and improve the final product.

Employment History

Work Experience

Emergent Media Center | Burlington, VT

September 2020 - December 2020

Human Centered Designer

- Researched and pitched innovative AR prototypes to expand the cultural context and preparation of food.
- Worked in a remote environment to deliver a product.